PROGRAM DESCRIPTION

Choose your casino, check out the lounge act, order refreshments from the bar, and get ready for action! Las Vegas Super Casino Plus features Video Poker, Blackjack, Keno, Baccarat, Craps and Slot Machines. Awesome animation and outstanding sound effects make you feel like you are actually in the heart of a Las Vegas casino. Special bonus games, Mah Jongg and Solitaire, are included free!

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Las Vegas Super Casino Plus

User's Guide

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COSMI SOFTWARE

CONTENTS

SYSTEM REQUIREMENTS III

Operating System iii
Disk Space iii
Hardware iii

INSTALLATION 1

CD-ROM Installation 1

RUNNING LAS VEGAS SUPER CASINO 1

CRAPS 1

BASIC PLAY 2

ULTIMA 21 BLACKJACK 2

Setting up Multiple Casinos 3
Playing Options 3
Custom Playing Strategies 3
Coaching 3
Changing Bets 3
Changing the Number of Players 3
Saving and Resuming a Game 4

PRO VIDEO POKER 4

Customizing Playing Options 4
Speed Menu 4
Effects Menu 5
Change Menu 5
Stats Menu 5
Sound Menu 5
Fun Menu 5
Saving and Resuming a Game 5
Printing 5

VIDEO BACCARAT 6

Status Bar Messages 6
Customizing Playing Options 6
Options Menu 6
Option Buttons 7
Game Statistics 7
Saving and Resuming a Game 7
Printing 7

PC KENO 7

Placing Your Bet 8
Multi-Game Play 8
Customizing Playing Options 8
Saving and Resuming a Game 8

MEGA SLOTS 8

Customizing Playing Options 9

BONUS: SOLITAIRE 9

Fascination 9
Golf 10
Klondike 11
Pyramid 12

BONUS: MAH JONGG 12

Objective 12
How to Play 12
Game Pieces 13
Preliminaries 14
Rules of Play 15
Special Moves 16
Game Notes 16
Strategies 17
Menus 17
Frequently Asked Questions 17

SUPPORT 17

Voice 17
E-mail 17
Fax 17
Internet 17

SYSTEM REQUIREMENTS

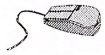
Operating System

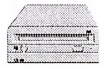
Your computer must have Microsoft Windows 95, or higher versions of this operating system.

Disk Space

This program will require approximately 30 megabytes of space on your hard drive for a complete installation.

Hardware

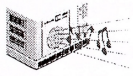

A mouse or pointing device is required.


A CD-ROM reader is required to use the program.

To print out any items you create or save in this program, you must have a printer. Although the program will operate with dot matrix printers, we recommend ink jet or laser printers for the best results. If you wish to produce items in color, you must have a color printer.

⌧ SPECIAL NOTICE: When you purchased your printer, you also installed printer software. This software is also known as a "printer driver." (It is possible that you didn't have to do this **manually** if you have Windows 95 or 98 "plug and play;" nevertheless, your system did have printer software installed automatically.) In most cases printer drivers are updated on a regular basis. On some occasions, the software provided with printers has been changed to fix "bugs" or to improve performance. Please be sure that you have the latest printer drivers for your printer.

To access our web site you must have a modem and a connection to the Internet.


In order to hear sounds you must have a sound card and speakers. Note: SOUND IS NOT REQUIRED TO USE ALL OF THE PROGRAM'S FEATURES. INCIDENTAL MUSIC ONLY IS PLAYED.

INSTALLATION

CD-ROM Installation

USING WINDOWS 95, OR HIGHER VERSIONS

1. Place the CD into your CD-ROM drive.
2. In the start-up screen click on START, then click on RUN.
3. Type in D:\CDSETUP and press Enter. (If your CD-ROM drive is not D, then change it to the letter associated with your CD-ROM drive.)
4. Follow any instructions that appear on the screen.

RUNNING LAS VEGAS SUPER CASINO

After you restart Windows 95 or 98, you will have a new Super Casino group. You may start the program by using the ⊞ key (Windows 95 or 98 start) and selecting the proper icon for the game you wish to play.

CRAPS

Craps is one of the fastest moving and most exciting casino games played. Craps provides many types of wagers, most of which are designed by the casinos to just take your money.

Craps is a simple game but it does take practice and a good understanding of which bets are for "suckers" and which are for "winners". If all craps players would avoid the sucker bets and concentrate on our winning strategy, the casinos might very well close up their craps tables. But unfortunately, most craps players do not understand the odds and continue to give their money away by making the sucker bets.

By playing this computer game and reading through the online help, you will become an excellent Craps player. With any luck, you will win a few bucks the next time you visit the casinos. Be sure to carefully read through every section of the online help and pay special attention to which bets we recommend.

Avoiding the "sucker" bet is the key to increasing your overall odds of winning at the craps table. When you feel you have a good understanding of which bets to make, you are ready to read about and practice our winning strategy. There is an online help section that covers this strategy.

Finally, you should turn on the Coaching Feature to assist you during play. The online coach follows our winning strategy and will prompt you when you are not playing correctly. This feature is designed to help you learn and practice our winning strategy.

Basic Play

BASIC PLAY

The basic idea behind Craps is to establish a "point" number and roll that number again before rolling a 7 (craps). Only the numbers 4, 5, 6, 8, 9, or 10 can be a point number and all other rolls on the dice have special meanings depending on when they are rolled (before or after a point is established).

For detailed information on the basic foundation for Craps, how to play Craps, how and when to bet, where to place the bet, as well as the odds and payoff, refer to the online help documentation provided in this program.

ULTIMA 21 BLACKJACK

When first loaded, the program will display its opening screen. You will then see a photograph of the Casino. The Casino manager will seat you.

The objective of Blackjack is to get 21, or the highest score below 21. You play against the dealer's hand. In the event of a tie (push) there is no winner or loser. The house is limited in when it can stand or must take an additional card (hit). These are described in more detail online.

At the start of each new hand, press the DEAL button, or click on the DEAL button to deal a new hand.

Like real Blackjack, if you press HIT you get another card. If you press STAND, your turn is over and you will not receive more cards. This game supports doubling down by various rules which you can customize from the OPTIONS menu.

A player may SPLIT if they have two cards which are the same (two threes, for example) or two face cards. When a hand is split you must bet the same amount on the second hand. Play then resumes as normal.

While playing Blackjack you may also:

BET - at the beginning of each hand (which changes the amount of your bet)
SHUFFLE
PEEK - look at the next few cards (remember, you can't do this at a Casino)
STRATEGY - allows you to load a strategy table
EXIT - leave Super Casino and return to Windows
SPEED - Controls how quickly cards are dealt
STATS - Displays statistics on the hands, winnings and losses of each player
COUNT - Shows how many of each type of card have been dealt.
REDRAW - Refresh the screen.

Setting up Multiple Casinos

1. Start a totally new game.
2. Select the NEW GAME OPTION from the file name.
3. Pick all of the settings.
4. Click on SAVE AS on the file menu. You must name the file which must be no more than eight characters followed by .sav. For example: LUCK.SAV

Playing Options

During a game you can change rules through the menus located on the top of the screen. You can also access and change most of the items on the menus by using the mouse. For example, if you click on a player's name you can then change the player's name.

Custom Playing Strategies

There are two tables of playing options. These will be used when you select COACHING (below). These tables can be customized. The first table is the BASE PLAY TABLE. This is the decision as to whether to hit or to stand. The second is the SPECIAL PLAY TABLE that controls all DOUBLE DOWN, SPLIT, and SURRENDER play decisions.

Coaching

From the options menu please select AUTO HELP. AUTO HELP operates in two modes. The first is Anticipation help. With Anticipation help, the dealer will guide you based on the current strategy.

The second is Correction help. With Correction help, you are informed if you did not follow the strategy in effect.

In addition, you can select Auto Focus. With Auto Focus active, when you press ENTER the computer will make the correct decision for you.

Changing Bets

At the beginning of any hand you can change your bet. Press the BET button. Then move the mouse so that the cursor is on the "bet" square. Increase your bet by tapping +, decrease by tapping -.

Changing the Number of Players

You can change the number of players by selecting the SET menu and Change number of players.

Saving and Resuming a Game

To save a game, click on FILE, SAVE. To save multiple games to be restarted later, click on FILE SAVE AS.

PRO VIDEO POKER

Your goal in Video Poker is to have one of several combinations of cards that are given specific value. The more valuable the hand, the higher the payoff. These values are adjusted by their likelihood of being dealt.

To begin playing, you first place your bet. This can be done by either clicking on one of the five columns in the "JACKS OR BETTER" table, or clicking on the BET + 1 button at the bottom of the screen until you have made your selection. You will see your selection highlighted in green on a column of the "JACKS OR BETTER" table. Then you must select the DEAL button at the lower left-hand corner of the screen.

Also, you may instead select the BET MAX button at the bottom of the screen which will both bet the maximum allowable credits (five) and deal the first hand for you.

After you have used one of these methods to select your first bet, the program will use that as your default bet for every successive hand you play until you choose to change your bet. This must be done before clicking on the DEAL button in order for it to take affect for that hand. Clicking on the BET MAX button, remember, will automatically bet the maximum allowable credits (five).

After you have been dealt a hand, your next move will be to select which cards, if any, you wish to keep for your hand. This may be accomplished by clicking on a card and highlighting it with "HOLD," selecting HOLD ALL which will highlight all of the cards showing and keep them as your hand; or by selecting DISCARD ALL which will give back all the cards to the dealer. Then, you select DRAW, which will allow the dealer to put your selection into effect.

Customizing Playing Options

At any time, you may change any aspect of the game and the playing options. This is done by selecting one of the pull-down menus at the top of the screen.

Speed Menu

This allows you to select SLOW, MEDIUM, FAST, or VERY FAST as the pace at which the game will operate.

Effects Menu

Set Effect Type: Lets you select the type of effect used when dealing the cards.
Set Effect Speed: Determines at what speed the effect will occur.
Set Effect Grain: This is how much of the card is drawn each time a special effect is performed on it. The larger the grain, the faster the effect.
Expanding Windows: This is a feature that expands the program's windows automatically unless game speed is set at VERY FAST.

Change Menu

Game Type: Allows you to decide which game of poker you wish to play. These include "Progressive Games" that have an ever-increasing jackpot for playing a Royal Flush, and "Regular Games" that have no jackpot but have higher payoffs.
Jackpot Balance: Adjusts how many credits you have to bet with.
Payoffs: This lets you decide how much each winning hand will be worth.
Card Back: Sets the appearance of the card's backing.
Double Or Nothing Feature: Option that gives you double if you win, nothing if you lose.
Pick Cards in Hand: Feature that gives you the chance to select the suit and value of each card in your next hand or hands to follow.

Stats Menu

Gives you a comprehensive display of relevant statistics for the current game in progress.

Sound Menu

This provides the option of incorporating sound effects into different aspects of the game.

Fun Menu

This menu has three options that will, if selected, pop up during play and provide an added casino-like environment to the program.

Saving and Resuming a Game

You can at any time save your game for later play. To do this, either select the SAVE button or choose SAVE GAME TO DISK under the FILE menu. It will be saved with the suffix extension *.SAV, where * = the name of the file.

To resume a previously saved game, select RESUME SAVED GAME under the FILE menu and choose the game you would like to resume.

Printing

You can print a copy of your current hand and payoffs by selecting the PRINT button at the lower right-hand part of the window.

VIDEO BACCARAT

Baccarat is a game of only two hands, one for the player and one for the bank. The objective is to bet on the winning hand, whether it be the player's or the bank's.

Before the hand is dealt, you make your betting selections from the BET CONTROL window on the right side of the screen. These selections include the size of your bet from CURRENT BET, and whom you are betting on under PLACE BET ON. Under BANK BALANCE, you will see a display of your current bank balance. This amount can be adjusted at any time by selecting the BANK button at the bottom left side of the window, or by choosing SET BANK BALANCE under the OPTIONS menu.

To deal a hand, you either click on the deck of cards in the center of the screen, or select the DEAL button at the bottom left side of the screen.

Complete rules and objectives of Baccarat are found either by selecting the RULES button at the bottom of the window, or from the RULES menu. You may also print these out as a reference by selecting the PRINT button in either window.

Status Bar Messages

At the very bottom edge of the Video Baccarat window, you will see a status bar with black text and yellow background. By positioning your cursor over any part of the window, you can get a quick reference to that object's purpose or function.

To the right of the status bar is a running tally of how many cards have been dealt and at what point the decks will be shuffled.

Customizing Playing Options

You have several options to change the aspects of play in Video Baccarat. Some of these are contained in the OPTIONS menu at the top of the screen.

Several of these options may also be selected by choosing one of the option buttons at the bottom of the window.

Options Menu

These play options include:

Game Speed: This allows you to select the pace at which the game will operate.
Set Bank Balance: As mentioned earlier, this will adjust your available money for play.

Set Card Back: Selects the style of card you play with.
Expanding Windows: This is a feature that expands the program's windows automatically unless game speed is set at VERY FAST.

Option Buttons

Located at the bottom of the screen, these buttons are another way of changing some of the available play options.

You may change the amount of money in your account by selecting the BANK button. To adjust the speed of play, select the SPEED button. The SOUND button lets you add sound effects to the game.

Game Statistics

You can view a comprehensive display of relevant statistics for the current game in progress by selecting the STATS menu at the top of the screen or by selecting the STATS button at the bottom of the screen.

Saving and Resuming a Game

You can at any time save your game for later play. To do this, choose SAVE GAME under the FILE menu. It will be saved with the suffix extension *.SAV, where * = the name of the file.

To resume a previously saved game, select RESUME SAVED GAME under the FILE menu and choose the game you would like to resume.

Printing

You can print a copy of your current hand and payoffs by selecting the PRINT button at the lower right-hand part of the window.

PC KENO

Keno is much like the game of Bingo. You select numbers from a sequence of numbers on a board called the "Keno Ticket" and you bet on the outcome. Your only goal is to choose the right numbers.

When you begin PC Keno, you must first choose from one to 15 numbers on your ticket. You can do this by either clicking the box on the ticket, or by selecting the RANDOM button at the bottom of the screen which will select a random box on the ticket. Or you can click on the numbers and from then on select the RANDOM button and the program will randomly select that number of boxes for you.

NOTE: The more numbers you choose, the more payoff you can win. But this also increases the odds against you because you will have to have a match of at

least two of your numbers to win, and this minimum number of matched numbers increases with the amount of squares you select. For example, if you select seven numbers, you will need to have a match of at least four of them.

To start over and clear your selection of boxes, select the CLEAR button at the bottom of the screen.

Placing Your Bet

Betting is done by selecting the BET button at the bottom left side of the screen or by choosing ENTER A BET from the OPTIONS menu. Bets can be made of $1, $2, or $5. The default bet is $5.

To play the game after you've selected your number(s) and bet(s), select the START GAME (S) button.

Multi-Game Play

You can select a predetermined number of games to play, up to 1000, by selecting the MULTI-GAME button and following the directions.

Customizing Playing Options

These can be found by choosing the OPTIONS menu, under which you can adjust the GAME SPEED, change the amount of money in your account with SET BANK BALANCE, and ENTER A BET.

You can control the sound effects of the game by choosing the SOUND menu or selecting the SOUND button at the bottom right side of the screen.

Saving and Resuming a Game

You can at any time save your game for later play. To do this, choose SAVE GAME under the FILE menu. It will be saved with the suffix extension *.SAV, where * = the name of the file.

To resume a previously saved game, select RESUME SAVED GAME under the FILE menu and choose the game you would like to resume.

MEGA SLOTS

This game duplicates the action of six variations of slot machines, the object being to receive a random spin of the wheels that has the most value, as determined by the point scale on the slot machine screen.

When you open the game, you are shown the six different machines to choose from. Click on one to choose it for play.

The first thing you must do is place a bet, which duplicates the action of dropping a coin into the slot. You accomplish this by selecting either the BET MAX to bet the maximum allowable, determined by how many character windows are present on that particular machine, or by selecting the BET ONE button. You can click on this button for as many bets as you'd like to place.

After you have placed your bet(s), you can clear them and start again by selecting the CLEAR button at the bottom of the screen. You can also repeat the same bet for as many turns as you would like by selecting the REPEAT BET button after your initial selection.

To begin play you select the SPIN button, which activates the slot action.

Customizing Playing Options

All options for changing the aspects of Mega Slots can be found under the menus at the top of the screen. These include:

- CREDITS menu - allows you to adjust how much money you can play with
- SOUND menu - controls various sound effects
- MUSIC menu - plays music during the game
- SPEED menu - adjusts the pace of the game
- ANIMATE menu - allows random characters in the slot machine to become animated during play

BONUS: SOLITAIRE

Fascination

Fascination is a classic solitaire card game enjoyed around the world. The play is similar to Klondike, except in Klondike cards are removed from the deck one at a time, and you can only go through the deck once. In Fascination, you remove cards from the deck three at a time, and when you have gone through the whole deck, you can turn the deck over and start again.

HOW TO PLAY

The object of Fascination is to get all the cards from the deck and the columns into the piles. The piles must be built in ascending order, starting with the ace and incrementing towards the king in sequence in each suit. A card may be removed from the stack or a column and placed on the pile at any time as long as it is not covered by another card and it is the next card in the sequence.

To move a card to the pile, highlight the card by clicking the left mouse button on either the stack or the appropriate column, and then click the left mouse button on the pile.

You may build the columns from the stack or from the other columns. The rule for placing new cards on the columns is that the card must have a value of one less than the last card on the column, and it must be a different color. For example, you may place a red seven on a black eight, and you may place a black six on a red seven. The only exception to this rule is that you may place a king on any empty column. You may not place a king on a column that has any cards in it.

Build the columns downward in a strategic manner so that you can free up the hidden cards in the columns and the covered cards in the stack. Once all the cards are free, move them to the piles.

NEW CARD BACKS

If you want to see some different artwork for the cards, press "c" or click your mouse on the "Card" box. This will change the backs of the cards only. You can do this any time during a game, without disrupting game play.

HINTS

If you get stuck and would like a hint about the next move, press "F1" or click your mouse button on "Hint" to see the next move(s).

If the card you want (on the stack) is covered by another card, press "z". This will remove one card from the top of the stack and place it on the bottom of the deck.

Golf

Golf is played on a layout consisting of seven columns of five cards each. The object is simple: use up all the cards by putting them on the discard pile. You can build the pile up or down in any suit or color. The only restrictions are, you can't put a king on an ace, and you can't put anything on a king.

USING THE KEYBOARD

Use the arrow keys to move the red arrow to the left or the right. When the arrow is directly below the card you want to put on the pile, use the up arrow key to select the card. It will then become the next card on the top of the pile. If you want to take another card from the deck, press the down arrow key.

USING THE MOUSE

To select a card from one of the columns, move the mouse cursor over the column and click the left mouse button. Clicking the right mouse button will cause a card to be removed from the deck. You can also click the mouse on the area labeled "Press F10 to shuffle" to start a new game.

WINNING GOLF

Golf is won when all the cards are removed from all seven columns, regardless of how many cards are left in the deck. Remember that you only get to go through the deck one time in this game, so use the cards carefully.

Klondike

Klondike is a traditional gambling game similar to a card game most of us know as "Solitaire". Klondike differs from Solitaire in that you can only go through the deck one time, cards are dealt from the deck one at a time instead of three at a time, and betting is an important part of the game.

OBJECT OF THE GAME

The object of Klondike is to put as many cards as possible on the "piles". Each card on a pile is worth 5 times your bet, so the other object of the game is to accumulate as much money as you can. Press any key from the introduction screen to begin Klondike.

THE GAME SCREEN

The game screen is divided into four parts: columns, piles, the deck, and the stack. The columns are located at the top of the screen and are numbered 1 through 7. The four piles are on the right side of the screen. The deck is in the upper left corner of the screen. A new game starts with 23 cards in the deck. The stack is next to the deck. A new game begins with one card. To begin the game, place a bet and use the mouse or the keyboard to make legal moves.

BETTING

At the beginning of the game, you will be prompted to enter a bet. The bet is multiplied by 52. This amount will be subtracted from the total. Every time you put a card on a pile, your bet will be multiplied by 5 and added to the total. If you do not want to bet, click the right mouse button.

LEGAL MOVES

You may only move cards from one column to another, one stack to another or from the stack to the pile if the card is a different color than where it will be placed and is one rank lower. If the column is empty, then you may move a king. Thus, you can move a red five to a column, stack or pile when the card on top is a black four.

For more information on legal moves, and how to play Klondike utilizing the keyboard or mouse, refer to the online help manual.

AUTOMATIC MOVES

If you enable Hints, the program will automatically make certain moves to save time. Refer to the online help manual for more information on automatic moves.

WINNING THE GAME

You may set your goal for the game: a higher score, placing 11 cards on the pile, or placing all cards on the piles.

Pyramid

The object of pyramid is to discard all the cards in the deck, the columns, and the waste pile. Cards are discarded in pairs that total 13. Face cards are evaluated at their true value, so a jack is worth 11, a queen is worth 12, and a king is worth 13. The king is removed by himself.

Cards must be removed in sequence. You cannot remove a card that is covered by another card, even if it is only partially covered, and even if the sum of the two cards is 13. A card must be completely uncovered before it can be removed.

Cards are removed from the deck to the waste pile one at a time. There are two cards available to be matched with the cards in the columns: one from the top of the deck and one from the top of the waste pile. These cards may be paired with each other or with any other uncovered card as long as the sum totals 13.

You can go through the deck as many times as you want. When you get to the bottom of the deck, it will automatically turn itself over and start again.

For detailed information on how to play Pyramid using the keyboard or mouse, refer to the online help documentation.

BONUS: MAH JONGG

Objective

The objective of the game is to remove enough matching pairs of tiles to complete the Great Wall. You must also remove all Dragons from the Mountain, and deduce the identity of the Dead Tile (by a process of elimination *usually* near the end of a game).

How to Play

Conditions for each new game are setup with two casts of the dice during the Preliminaries. Like the Prevailing Wind (tile removal directions), the Loose Tiles (used to change the Seasons), and the Dead Tile (face down, unknown tile which begins the Great Wall) - one of its three duplicates must be paired with the Joker to complete the Great Wall.

During play, one tile from each removed matching pair is added to the Great Wall. Season tiles must be changed. Removal directions can be changed and tiles can be moved from one stack to an adjacent and lower stack by use of up to three Special Moves. Pardons can be earned to avoid mandatory forfeiture if you end up having to guess which tile to pair up with the Joker and you are wrong!

Game Pieces

The game pieces consist of 145 ancient Chinese Mah Jongg tiles with engraved bone faces dovetailed into bamboo backs, four thin Wind Discs, several long Bone Counters, and two small Chinese dice. A more modern looking set is also included.

THE TILES

There are four of each tile - except for the Season tiles which have two each, and the one and only Joker used to complete the Great Wall.

The three suits are Bamboo, Circle, and Wan. Each suit is numbered from One to Nine, inclusive.

The four Winds are East, South, West, and North.

The four Seasons are Spring, Summer, Autumn, and Winter. Each Season is associated with a different Wind as follows (their letter coloring matches): Spring - East, Summer - South, Autumn - West, and Winter - North.

The three Dragons are Green, White, and Red.

THE WIND DISCS

The four Wind Discs represent the directions East, South, West, and North. Note that East is left and West is right during play of this game. This is opposite of normal compass markings. This is in keeping with the traditional orientations in Mah Jongg Magic. During a game the lone face up disc denotes the Prevailing Wind.

THE BONE COUNTERS

There are several long bone sticks used to keep track of the current Season, remaining Special Moves, and Pardons. Others denote a Casual, unofficial game and a Forfeited game which allows looking under tiles.

THE CHINESE DICE

Two small Chinese dice are used only during the Preliminaries to determine the Prevailing Wind, the Dead Tile, and the Loose Tiles.

Preliminaries

Two casts of the dice determine how each new game is setup. But first, a preliminary wall of randomly selected tiles is built, and the Wind Discs are placed face up in their proper positions.

The one Joker and all eight Season tiles are omitted from this part and always begin in the Mountain.

FIRST CAST

The First Cast determines the Prevailing Wind. Starting with the East side of the preliminary wall (remember East is to your left in this game), each side is counted, counter-clockwise, up to the dice total.

THE PREVAILING WIND

The Wind Disc on the side where the count stops remains face up and denotes the Prevailing Wind. All other discs are turned face down. Tiles are removed from the Mountain in the direction represented by the Prevailing Wind or its opposite.

If the Prevailing Wind is East, or West, then tiles must slide toward the left or right. If the Prevailing Wind is North, or South, then tiles must slide toward the top or bottom of the screen.

FINAL CAST

The Final Cast determines the Dead Tile and the Loose Tiles. Starting with the left most tile (as viewed from the side) on the side of the preliminary wall with the face up Wind Disc, each tile is counted, counter-clockwise, up to the total of both the First and Final Casts' totals. The count continues around corners, if necessary.

THE DEAD TILE, DEAD END, AND LIVE END

The tile where this count stops is the Dead Tile and remains face down throughout the entire game. One of its three remaining duplicates must be paired with the Joker to complete the Great Wall and win the game.

The Dead Tile is also the Dead End of the Great Wall. The Live End starts adjacent to the Dead End and continues around, counter-clockwise, with each tile added to the Great Wall.

THE LOOSE TILES

The four tiles before and the four after the Dead Tile are stacked face up, in two stacks, inside the preliminary wall. These are the Loose Tiles and are used to replace, or change, the Season tiles in the Mountain.

THE MOUNTAIN

The remaining tiles in the preliminary wall are shuffled along with the other unused tiles and then stacked, one to four tiles high and two to ten stacks wide, symmetrically, to form a Mountain of tiles.

TIANANMEN SQUARE

There is one exception; namely, the Joker is always randomly placed as one of the 16 tiles in Tiananmen Square, the center 4x4 square of tiles in the Mountain's bottom layer.

Rules of Play

REMOVING TILES

Only free tiles are removed from the Mountain in matching pairs. Matching pairs must be identical tiles except for the pair used to complete the Great Wall, which will be the Joker and any one of the three duplicates of the face down Dead Tile.

Free tiles are those on tops of stacks that can slide away from the Mountain without being blocked by other stacks of equal (or greater) height in its same row (East and West) or column (North and South) according to the directions denoted by the Prevailing Wind.

The Joker is only selectable when the Great Wall needs one more tile to complete it.

Select tiles by clicking on them with the mouse. If a tile can slide out it will be highlighted. Selecting the second matching tile will remove the pair. To deselect a tile, choose the same tile again or select a different tile. **Warning:** highlighting the Joker and then selecting another tile that *is not* the Joker's partner will cost you a Pardon or mandatory forfeiture (refer to the online help documentation).

BUILDING THE GREAT WALL

As matching pairs are removed, one of their tiles is added to the Great Wall's Live End in a counter-clockwise direction. The other tile is discarded for the remainder of the game.

Dragon tiles are not added to the Great Wall, except with a Special Move (refer to the online help documentation). Both tiles of a Dragon pair are discarded for the remainder of the game.

Tiles added to the Great Wall are turned face up unless they are the top tiles of a Tower; these are turned face down. There are two face up, side-by-side tiles between Towers, except at the corners, where there is only one, and whenever the Dead Tile is between Towers.

The completed Great Wall requires a total of 60 tiles. This includes 16 Towers (32 tiles) and 28 face up tiles, or 27 if the face down Dead Tile is between Towers.

CHANGING SEASONS

Season tiles are not removed as matching pairs. You must change, or replace, a Season tile with the top tile from one of the Loose Tile stacks.

Changes must be made in the natural repeating order of seasons: Spring, Summer, Autumn, and Winter. But, the first Season changed is your choice. For example, if the first Season you change is Summer, then the order of changing Seasons is Summer, Autumn, Winter, Spring, and then repeat.

To change Seasons, select the current Season tile and then select the top tile of a Loose Tile stack. The current Season tile does not have to be free to select it, and is then discarded for the remainder of the game after it is changed.

A bone counter above the Loose Tiles denotes the current Season. The ANY SEASON bone counter means the current Season is your choice of any of the visible Season tiles. Changing all Season tiles may not be necessary.

TURNING THE LOOSE TILE STACKS

The Loose Tiles are turned face up at the start of a game. But, whenever the Joker in Tiananmen Square is revealed, each Loose Tile stack, if any, is turned face down. Each stack remains in its original location, but its' tiles will be in reverse order from top to bottom.

Special Moves

For detailed information on Special Moves, refer to the online documentation provided in the help file.

Game Notes

Refer to the online documentation provided in the help file for a detailed description of Game Notes.

Strategies

For detailed information on Strategies early in the game, during the middle of the game, late in the game, or just in general for the entire game, refer to the online documentation located in the help file.

Menus

Refer to the online documentation located in the help file for a detailed description of the menus in this program.

Frequently Asked Questions

Refer to the online documentation located in the help file for answers to Frequently Asked Questions.

SUPPORT

We encourage all our users to provide comments and suggestions about this program. This program is supported by voice, fax and Internet e-mail.

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For telephone support, call COSMI's Customer Service at (310) 886-3510 during the hours below. (Note: All times are in the Pacific Standard Time zone.)

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